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... In addition to the key-value pairs accepted by IO::Socket, IO::Socket::INET provides.

PeerAddr Remote host **address** <hostname>[:<port>] PeerHost Synonym for ...

[www.monster-submit.com/resources/docs/modules/IO/Socket/INET.html](http://www.monster-submit.com/resources/docs/modules/IO/Socket/INET.html) - 10k -

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... **virtual** error\_t bind(const MsgAddr\* addr) Bind this **socket** to a specified **address**.

Returns: Standard lmsg error codes (OK, NotOpen or SystemError). ...

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... **virtual** error\_type, bind (const MsgAddr\* addr) Bind **socket** to an **address**. ... **virtual**

error\_type bind(const MsgAddr\* addr) Bind this **socket** to a specified **address**. ...

[www.ligo.caltech.edu/~jzweizig/dml/IO/Socket.html](http://www.ligo.caltech.edu/~jzweizig/dml/IO/Socket.html) - 17k - [Cached](#) - [Similar pages](#)
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... When bound to a type or SAP, a **socket** can be used to ... **virtual** channel identifier (VPI:VCI) for a **virtual** circuit ... field contains the 20-octet ATM **address**, and the ...

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**Qt Toolkit - QServerSocket Class**

... QHostAddress **address** () const. **virtual** void newConnection (int **socket** ). Protected

Members. QSocketDevice\* socketDevice (). Detailed Description. ...

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... virtual void Net2::Socket::getLocalAddress, (, Address \*\*, addrP, ), const [pure virtual].

... virtual void Net2::Socket::setAddresses, (, Address \*, localAddress, ...

qdn.qubesoft.com/docs/1.1/doc/qsdk/html/structNet2\_1\_1Socket.html - 19k -

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### 1 [4.2BSD and 4.3BSD as examples of the UNIX system](#)

John S. Quarterman, Abraham Silberschatz, James L. Peterson

 December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4

 Full text available: [pdf\(4.07 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper presents an in-depth examination of the 4.2 Berkeley Software Distribution, Virtual VAX-11 Version (4.2BSD), which is a version of the UNIX Time-Sharing System. There are notes throughout on 4.3BSD, the forthcoming system from the University of California at Berkeley. We trace the historical development of the UNIX system from its conception in 1969 until today, and describe the design principles that have guided this development. We then present the internal data structures and ...

### 2 [Service infrastructure and network management: MobiDesk: mobile virtual desktop computing](#)

Ricardo A. Baratto, Shaya Potter, Gong Su, Jason Nieh

 September 2004 **Proceedings of the 10th annual international conference on Mobile computing and networking**

 Full text available: [pdf\(580.39 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present MobiDesk, a mobile virtual desktop computing hosting infrastructure that leverages continued improvements in network speed, cost, and ubiquity to address the complexity, cost, and mobility limitations of today's personal computing infrastructure. MobiDesk transparently virtualizes a user's computing session by abstracting underlying system resources in three key areas: display, operating system, and network. It provides a thin virtualization layer that decouples a user's computing ses ...

**Keywords:** computer utility, network mobility, on-demand computing, process migration, thin-client computing, virtualization

### 3 [Roaming and handoff management: MobileNAT: a new technique for mobility across heterogeneous address spaces](#)

Milind Buddhikot, Adiseshu Hari, Kundan Singh, Scott Miller

 September 2003 **Proceedings of the 1st ACM international workshop on Wireless mobile applications and services on WLAN hotspots**

 Full text available: [pdf\(303.26 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We propose a new network layer mobility architecture called MobileNAT to efficiently support micro and macro-mobility in and across heterogeneous address spaces common in emerging


public networks. The key ideas in this architecture are as follows: (1) Use of two IP addresses -- an invariant virtual IP address for host identification at the application layer and an actual routable address at the network layer that changes due to mobility. Since physical address has routing significance only withi ...

**Keywords:** MobileNAT, mobility

4 Migration: The design and implementation of Zap: a system for migrating computing environments

Steven Osman, Dinesh Subhraveti, Gong Su, Jason Nieh

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Full text available:  pdf(2.06 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

We have created Zap, a novel system for transparent migration of legacy and networked applications. Zap provides a thin virtualization layer on top of the operating system that introduces pods, which are groups of processes that are provided a consistent, virtualized view of the system. This decouples processes in pods from dependencies to the host operating system and other processes on the system. By integrating Zap virtualization with a checkpoint-restart mechanism, Zap can migrate a pod of p ...

5 Fast and flexible application-level networking on exokernel systems

Gregory R. Ganger, Dawson R. Engler, M. Frans Kaashoek, Héctor M. Briceño, Russell Hunt, Thomas Pinckney

February 2002 **ACM Transactions on Computer Systems (TOCS)**, Volume 20 Issue 1

Full text available:  pdf(500.67 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Application-level networking is a promising software organization for improving performance and functionality for important network services. The Xok/ExOS exokernel system includes application-level support for standard network services, while at the same time allowing application writers to specialize networking services. This paper describes how Xok/ExOS's kernel mechanisms and library operating system organization achieve this flexibility, and retrospectively shares our experiences an ...

**Keywords:** Extensible systems, OS structure, fast servers, network services

6 Application performance and flexibility on exokernel systems

M. Frans Kaashoek, Dawson R. Engler, Gregory R. Ganger, Héctor M. Briceño, Russell Hunt, David Mazières, Thomas Pinckney, Robert Grimm, John Jannotti, Kenneth Mackenzie

October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles**, Volume 31 Issue 5


Full text available:  pdf(2.39 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

7 Pilot: an operating system for a personal computer

David D. Redell, Yogen K. Dalal, Thomas R. Horsley, Hugh C. Lauer, William C. Lynch, Paul R. McJones, Hal G. Murray, Stephen C. Purcell

February 1980 **Communications of the ACM**, Volume 23 Issue 2

Full text available:  pdf(1.14 MB)

Additional Information: [full citation](#), [references](#), [citations](#)

**Keywords:** file, high-level language, modular programming, network, operating system, personal computer, process, system structure, virtual memory

8 An end-to-end approach for transparent mobility across heterogeneous wireless networks

Hung-Yun Hsieh, Kyu-Han Kim, Raghupathy Sivakumar

August 2004 **Mobile Networks and Applications**, Volume 9 Issue 4

Full text available:  pdf(414.31 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With the advent of a myriad of wireless networking technologies, a mobile host today can potentially be equipped with multiple wireless interfaces that have access to different wireless networks. It is widely perceived that future generation wireless networks will exhibit a similar trend in supporting a large variety of heterogeneous wireless access technologies that a mobile host can choose from. In this paper, we consider such a multi-homed mobile host and propose an end-to-end solution that e ...

**Keywords:** bandwidth aggregation, heterogeneous wireless networks, multi-homed mobile host, seamless handoff

9 Transport Layer Issues: A transport layer approach for achieving aggregate bandwidths on multi-homed mobile hosts

Hung-Yun Hsieh, Raghupathy Sivakumar

September 2002 **Proceedings of the 8th annual international conference on Mobile computing and networking**

Full text available:  pdf(380.57 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Due to the availability of a wide variety of wireless access technologies, a mobile host can potentially have subscriptions and access to more than one wireless network at a given time. In this paper, we consider such a multi-homed mobile host, and address the problem of achieving bandwidth aggregation by striping data across the multiple interfaces of the mobile host. We show that both link layer striping approaches and application layer techniques that stripe data across multiple TCP sockets d ...

**Keywords:** bandwidth aggregation, multi-homed mobile host, striping

10 Enhancing visual interaction: A system for supporting and managing same-time/different-place group interactions

Pedro A. Antunes

May 1998 **Proceedings of the working conference on Advanced visual interfaces**

Full text available:  pdf(1.68 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes a user-interface system developed to support group interactions for same-time/different-place cooperative applications. We address three fundamental aspects of these kind of systems: information sharing, coordination and multiuser-interface. The proposed approach defines four types of objects. *Contents* store application data. *Containers* are dedicated to organise and structure application data. *Connections* manage group coordination. And, finally, *Monit* ...

**Keywords:** CSCW, group interaction

11 Building a high-performance communication layer over virtual interface architecture on Linux clusters

Jin-Soo Kim, Kangho Kim, Sung-In Jung

June 2001 **Proceedings of the 15th international conference on Supercomputing**

Full text available:  pdf(367.79 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



The Virtual Interface Architecture (VIA) is an industry standard user-level communication architecture for cluster or system area networks. The VIA provides a protected, directly-accessible interface to a network hardware, removing the operating system from the critical communication path. Although the VIA enables low-latency high-bandwidth communication, the application programming interface defined in the VIA specification lacks many high-level features.

In this paper, we develop a ...

## 12 Virtual machine monitors: Xen and the art of virtualization

Paul Barham, Boris Dragovic, Keir Fraser, Steven Hand, Tim Harris, Alex Ho, Rolf Neugebauer, Ian Pratt, Andrew Warfield

October 2003 **Proceedings of the nineteenth ACM symposium on Operating systems principles**

Full text available:  [pdf\(168.76 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Numerous systems have been designed which use virtualization to subdivide the ample resources of a modern computer. Some require specialized hardware, or cannot support commodity operating systems. Some target 100% binary compatibility at the expense of performance. Others sacrifice security or functionality for speed. Few offer resource isolation or performance guarantees; most provide only best-effort provisioning, risking denial of service. This paper presents Xen, an x86 virtual machine monitor ...

**Keywords:** hypervisors, paravirtualization, virtual machine monitors

## 13 The state of the art in locally distributed Web-server systems

Valeria Cardellini, Emiliano Casalicchio, Michele Colajanni, Philip S. Yu

June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2

Full text available:  [pdf\(1.41 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The overall increase in traffic on the World Wide Web is augmenting user-perceived response times from popular Web sites, especially in conjunction with special events. System platforms that do not replicate information content cannot provide the needed scalability to handle large traffic volumes and to match rapid and dramatic changes in the number of clients. The need to improve the performance of Web-based services has produced a variety of novel content delivery architectures. This article w ...

**Keywords:** Client/server, World Wide Web, cluster-based architectures, dispatching algorithms, distributed systems, load balancing, routing mechanisms

## 14 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  [pdf\(4.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

## 15 Run-time support for distributed sharing in safe languages

Y. Charlie Hu, Weimin Yu, Alan Cox, Dan Wallach, Willy Zwaenepoel

February 2003 **ACM Transactions on Computer Systems (TOCS)**, Volume 21 Issue 1

Full text available:  [pdf\(530.12 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a new run-time system that supports object sharing in a distributed system. The key insight in this system is that a handle-based implementation of such a system enables efficient and transparent sharing of data with both fine- and coarse-grained access patterns. In addition, it supports efficient execution of garbage-collected programs. In contrast, conventional distributed shared memory (DSM) systems are limited to providing only one granularity with good performance, and have exper ...

**Keywords:** Communications, distributed sharing, memory consistency, safe programming languages

## 16 [Application isolation in the Java Virtual Machine](#)

Grzegorz Czajkowski

October 2000 **ACM SIGPLAN Notices , Proceedings of the 15th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 35 Issue 10

Full text available:  [pdf\(217.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

To date, systems offering multitasking for the Java<sup>®</sup> programming language either use one process or one class loader for each application. Both approaches are unsatisfactory. Using operating system processes is expensive, scales poorly and does not fully exploit the protection features inherent in a safe language. Class loaders replicate application code, obscure the type system, and non-uniformly treat 'trusted' and 'untrusted' classes, which leads to subtle, but nevertheless, potenti ...

**Keywords:** Java Virtual Machine, application isolation, multitasking

## 17 [Stateful distributed interposition](#)

John Reumann, Kang G. Shin

February 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 1

Full text available:  [pdf\(833.84 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Interposition-based system enhancements for multitiered servers are difficult to build because important system context is typically lost at application and machine boundaries. For example, resource quotas and user identities do not propagate easily between cooperating services that execute on different hosts or that communicate with each other via intermediary services. Application-transparent system enhancement is difficult to achieve when such context information is obscured by complex servic ...

**Keywords:** Distributed computing, component services, distributed context, multitiered services, operating systems, server consolidation

## 18 [IO-Lite: a unified I/O buffering and caching system](#)

Vivek S. Pai, Peter Druschel, Willy Zwaenepoel

February 2000 **ACM Transactions on Computer Systems (TOCS)**, Volume 18 Issue 1

Full text available:  [pdf\(196.15 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


This article presents the design, implementation, and evaluation of IO -Lite, a unified I/O buffering and caching system for general-purpose operating systems. IO-Lite unifies all buffering and caching in the system, to the extent permitted by the hardware. In particular, it allows applications, the interprocess communication system, the file system, the file

cache, and the network subsystem to safely and concurrently share a single physical copy of the data. Protection and ...

**Keywords:** I/O buffering, caching, networking, zero-copy

## 19 Process migration

September 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 3

Full text available:  [pdf\(1.24 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Process migration is the act of transferring a process between two machines. It enables dynamic load distribution, fault resilience, eased system administration, and data access locality. Despite these goals and ongoing research efforts, migration has not achieved widespread use. With the increasing deployment of distributed systems in general, and distributed operating systems in particular, process migration is again receiving more attention in both research and product development. As hi ...

**Keywords:** distributed operating systems, distributed systems, load distribution, process migration

## 20 FLIP: a flexible interconnection protocol for heterogeneous internetworking

Ignacio Solis, Katia Obraczka

August 2004 **Mobile Networks and Applications**, Volume 9 Issue 4

Full text available:  [pdf\(549.43 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes the Flexible Interconnection Protocol, or FLIP, whose main goal is to allow interconnection of heterogeneous devices with varying power, processing, and communication capabilities, ranging from simple sensors to more powerful computing devices such as laptops and desktops. The vision is that FLIP will be used to interconnect such devices forming clouds in the farthest branches/leaves of the Internet, while still providing connectivity with the existing IP-based Internet infr ...





**Keywords:** flexible headers, heterogeneous networks, optimized headers, sensor networks

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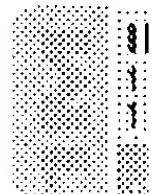
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3 **Can IP quality be objectively measured?**

*Werner, K.;*  
 Design, Automation and Test in Europe Conference and Exhibition, 2004.  
 Proceedings , Volume: 3 , 16-20 Feb. 2004  
 Pages:330 - 331 Vol.3

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5 **Secure workflow environment**

*Valia, R.; Al-Salqan, Y.;*

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Proceedings Sixth IEEE workshops on , 18-20 June 1997  
Pages:269 - 276

[\[Abstract\]](#)   [\[PDF Full-Text \(728 KB\)\]](#)   IEEE CNF

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**6 Virtual socket interfaces for wireless network**

*Se-Jin Hwang; A-Rum Jun; Hae-Sun Shin; Myong-Soon Park; Chang-Eek Cho,  
Sang-Goo Lee; Chong-Tai Kim;*  
Information Networking, 1998. (ICOIN-12) Proceedings., Twelfth International  
Conference on , 21-23 Jan. 1998  
Pages:381 - 384

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